

CHAPTER I

INTRODUCTION

This chapter presents the research background, research problem, purpose of research, significance of the classroom action research, scope and limitation and definition of key terms.

1.1 Research Background

English is important to be mastered by all students from junior high school to university level. However, several students get some difficulties when they try to understand knowledge from a book, journal, article and internet. The ways that should be done by students to get the knowledge are improving their participation in learning English.

One of problem that is faced in education field is the weakness of teaching and learning process (Sanjaya, 2009). The weakness of teaching and learning process can result from teachers, students or the environment. Act of National Education System Number 20 Year 2003 stated that, learning is an activity involving students' and teacher's interaction by using learning source. In teaching and learning process, teacher should develop the active learning with the result that students are active in teaching and learning activities. Students participation that are optimal in the sequel learning experiences will be achieved effectively and efficiently.

Classroom participation requires students to speak and interact in the classroom to indicate that they are actually learning and paying attention.

O'Brien (2007) stated that participation means completing the assigned readings, asking questions about anything in the readings or discussion that needs clarification or expansion, offering ideas and responses, listening to the ideas and responses of others, and paying attention and showing respect in the classroom to the teacher and others students.

Role play minimally involves (a) giving a role to one or more members of group and (b) assigning an objective or purpose that participants must accomplish (Brown, 2001). In addition, Brown stated that "role play can be conducted with a single person, in pairs or in groups, with each person assigned a role to accomplish an objective.

A research conducted by Irianti at SMP PGRI II Ciputat concluded that role play activity can improve students' participation in learning English. Thus, role play can be considered to improve the students' participation in learning English.

According to preliminary observation at SMA Muhammadiyah 3 Batu, the researcher got the information that the students lack participation in learning English, it happens when the teacher asks the students to participate in discussion, students tend to be more passive and only some students are active in teaching and learning process.

Based on research problem above, the researcher would like to apply role play to improve students' participation in learning English at SMA Muhammadiyah 3 Batu.

1.2 Research Problem

Based on the background of research above, the research problem is ‘How can role play improve students’ participation in learning English at the second grade of science class at SMA Muhammadiyah 3 Batu?’

1.3 Research Purpose

In line with research problem, the purpose of this research is directed to improve students’ participation in learning English at SMA Muhammadiyah 3 Batu by using role play.

1.4 Research Significances

This research has two significances, theoretically and practically. Theoretically, role play can be used by the teacher to develop their teaching technique. Role play can be expected to make the students of second grade of science class at SMA Muhammadiyah 3 Batu to be more active in learning English in class. Practically, role play makes the students be more interested in English and easy to understand the materials.

1.5 Scope and Limitation

The scope of this research is the implementation of using role play method in teaching English in narrative theme. This research limits on the use of role play to improve the students’ participation of XI grade of SMA Muhammadiyah 3 Batu. This research involved 27 students and was applied from 3 August to 19 September 2017.

1.6 Definition of Key terms

Definition of key terms explains the specific and important terms mentioned in the research problem. Appropriate references might be used to give proper explanation, such as literary terms, psychological terms, and philosophical terms. The purpose of this part is to avoid misunderstanding on certain terms.

1. Role Play

Role play activities is where students are asked to imagine that they are in different situation and act accordingly (Harmer, 2015).

2. Students' Participation

Students' participation is defined as young people being viewed as active participants in their own learning Rudduck and Flutter (in Pinandu, 2014).